CLAIMS

1. A game apparatus comprising:

movement processing unit for moving a character corresponding to a player along a predetermined course set in a three-dimensional game space;

viewpoint setting unit for setting a plurality of viewpoints in the field of view in which said character is included; and

image preparing unit for selectively preparing two-dimensional images corresponding to said plurality of viewpoints set by said viewpoint setting unit.

2. The game apparatus according to claim 1, further comprising image data storing unit for storing image data necessary for said image preparing unit for preparing two-dimensional images corresponding to said plurality of viewpoints,

wherein said image preparing unit selectively prepares said two-dimensional image corresponding to one of said plurality of viewpoints.

3. The game apparatus according to claim 1, further comprising viewpoint switching unit for switching said viewpoints set by said viewpoint setting unit,

wherein a scene change is performed by discretely switching the content of said two-dimensional image prepared by said image preparing unit.

4. The game apparatus according to claim 3, further comprising branch deciding unit for deciding a story branch generated when the movement processing unit moves said character,

wherein said viewpoint switching unit switches said viewpoint when said branch deciding unit detects said story branch.

5. The game apparatus according to claim 1, wherein different three-dimensional objects are placed in said three-dimensional game space and included within the field of view corresponding to said plurality of viewpoints.

6. The game apparatus according to claim 1, further comprising game directing unit for generating different events in accordance with said plurality of viewpoints while said movement processing unit is moving said character.

7. The game apparatus according to claim 6, wherein said game directing unit changes the level of difficulty of said events corresponding to said plurality of viewpoints.

8. A game image preparation method, comprising:

a first step of moving a character corresponding to a player along a predetermined course set in a three-dimensional game space;

a second step of setting a plurality of viewpoints in the field of view in which said character is included when said character moves in said first step; and

a third step of preparing two-dimensional images corresponding to said plurality of viewpoints set in said second step when said character moves in said first step.

9. An information storage medium, comprising:

a program for moving a character corresponding to a player in a predetermined course set in a three-dimensional game space and setting a plurality of viewpoints in the field of view in which said character is included; and

a program for preparing two-dimensional images corresponding to said plurality of viewpoints.

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